

LET'S PLAY AIR HOCKEY

How to Play and Rules

Rules of Play:

1. The first player to accumulate seven (7) points wins.
2. When the puck enters and drops inside a player's goal, the player's opponent receives one (1) point.
3. After each game, players will alternate table ends.
4. The player scored upon receives possession of the puck for the next serve.
5. A player may hand serve the puck only after it has entered his goal.
6. A player may play with only one (1) mallet on the playing surface at one time. Violation results in a foul.
7. The puck may be struck with any part of the mallet.
8. The puck cannot be "topped" by lifting the mallet and placing it on the top of the puck. This cannot be done at any time whether before a serve or after a serve during play. Violation constitutes a foul. Using the mallet to bring an airborne puck to the table or opponent's goal is not a topping violation no matter which side or edge of the puck is contacted.
9. Only one puck may be in play at a given moment.
10. A player has seven (7) seconds to execute a shot, which crosses the centerline. The seven (7) seconds begins as soon as the puck enters and remains on that player's side of the centerline. Violation of this rule is a foul.
11. When the puck is in contact with any part of the centerline, either player may strike the puck.
12. A player may stand anywhere around the table on his/her side of the centerline. He/she may not stand past that line.
13. If any part of a player's hand, arm, body, or clothes touches the puck, this will be a foul.
14. Each player may take one time out per game. The time out may be no longer than 10 seconds.
15. A player may exercise his/her time out only when the puck is in his/her possession or not in play.

16. A player must make a clear indication of time out.

17. When a player is scored upon, he/she will have ten seconds to move the puck from the goal and place it in play. The ten seconds starts as soon as the puck has fallen completely through the goal and is available for the player to place into play. This rule is suspended during the course of a time out.

Beginning the Game:

A coin toss is first used to determine starting sides and puck possession. The player winning the coin toss chooses which side to begin on or chooses possession of the puck.

In Play vs. Out of Play:

1. The legal bounds of play are the table's playing surface, the walls of the rails, the front face of the goals, the interiors of the goals, and the player's mallets. If the puck touches any other object(s) while it is in play, whether by interference or by foul (unless the foul is nullified), it is considered out of bounds and therefore instantly out of play.
2. A puck, which grazes the top of the rail, is out of play even if it returns to the table surface. If the puck bounces off a shield and returns to the table, the puck is out of play.
3. When the puck is in play, only grant a time out if the player calling time out demonstrates control of the puck. A puck breaking the vertical plane of the goal face can never be considered controlled.
4. A player calling an additional time out after his first receives an automatic conduct warning unless he/she is injured.
5. If interference occurs during a shot which scores, the point does not count. Interference is defined as foreign objects on the table or playing surface, obvious unnecessary noise or distractions or action by spectators that cause distractions to any or all players. The puck returns to the player who possessed it prior to the interference.
6. When the puck leaves the playing surface and contacts anything except a player's mallet, play is suspended until the puck is put back into play, even if it touches top of flat rail surface.

Scoring:

1. If the puck stops in the goal yet has tilted and broken the horizontal plane of the goal then a score has occurred. If a puck stops in the goal and does not tilt, thereby not breaking the horizontal plane, then the player may either hand the puck to the other player or try to work the puck out of the goal using legal play methods.
2. If the puck rebounds out of the goal mouth, the point does not count. A puck which rebounds out of the goal mouth and strikes the defending player's hand, and rebounds back into the goal counts.
3. If a puck hits a player's hand on its way into the goal, the point counts as long as the puck would have scored without the contact.
4. If a score occurs after the table loses power, the point will count only if the puck was struck prior to the table losing power.
5. If a player takes a shot and drops his mallet and the puck enters his/her own goal for a score without it being deflected by the defensive player, the point counts. The player is permitted to stop the puck with hands or body. No point would be scored if the puck enters the opponent's goal due to the distraction. If a player shoots and the defense loses the mallet, the defense may not use hands or body to stop the shot if the shot occurred prior to or simultaneously with the losing of the mallet. The point counts if it scores.
6. If a player commits a foul and is scored upon in the course of the same play the goal counts and the penalty is nullified.

Penalties & Fouls:

1. Foul: The penalty for a foul is forfeiture of the puck.
2. Technical Foul: The penalty for a technical foul is a free shot taken by the innocent player at the unprotected goal of the guilty player. After a free shot, play immediately begins when the puck either scores, rebounds from the goal, touches the opponent's end of the table (not sides), or comes to a rest on the playing surface. All free shots must be legal.
3. Unnecessary or excessive delay of game is considered a foul and loss of puck results. Stalling is included in this ruling of delay.
4. If the puck rises from the table and touches the defensive player's hand(s) or arm(s), no foul need be called.
5. If an offensive player hits a puck and the puck wobbles, hitting the hand of the defensive player, but not changing the perceived speed and direction of the puck, then no foul occurs.

6. Goal Tending: If *palming* occurs while the puck is moving in a direct path towards the goal for a score, *goal tending* must be called against the player doing the palming. *Goal tending* incurs a technical foul.
7. When a player loses total control of his own mallet while the puck is in play the player commits a foul.
8. When the puck is struck in an offensive manner, leaves the playing surface, and remains off the table, the player causing such action commits a foul.
9. Any player violating a centerline rule commits a foul.
10. Distractive Noise: Talking to an opponent, a spectator, or oneself during play may be penalized by a foul. Loud noises and excessive screaming can also be considered distracting. Intentional or excessive, distractive talking may be penalized by a *conduct warning* in addition to a foul.
11. If the puck and mallet of the offensive player are both completely on the offensive player's side, the defensive player may not strike either the puck or mallet. Also, the offensive player may not strike the defensive player's mallet in this situation when the defensive player's mallet is completely on his own side. Violation of this rule constitutes a foul.
12. If in the course of hitting the puck legally, a player's mallet extends partially (but not completely) over the centerline, no foul shall be called if his/her mallet contacts the opposing player's mallet.
13. Although a mallet is allowed to overreach the centerline, the mallet may never completely extend over the centerline: even when following through on a shot. The mallet may never extend further than its diameter across the centerline. Violation of this rule constitutes a foul.
14. Any player who, on his hand serve, makes a score in his opponent's goal without there having been an offensive shot made on the puck, since the time that the puck was in play, commits the foul of "*tossed score*". In other words, a player cannot just toss the puck into the opponent's goal. The illegal score shall not create a point, and the player who was illegally scored upon shall have the right to hand serve as the penalty imposed upon the fouling player.
15. If the defensive player strikes the puck in an offensive manner (with forward momentum) and causes the puck to leave the playing surface, this constitutes "*charging the puck*". The offensive player retains possession of the puck. Conversely, a defensive player who blocks by holding steady or striking the puck sideways or backwards, causing the puck to leave the table, should not be charged with *charging the puck*.

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